Arcade Game Maker Product Line – User Manual for Brickles

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1 Overview

1.1 Identification

The Arcade Game Maker Product Line organization is producing a series of arcade games ranging from low obstacle count to high with a range of interaction effects. More detailed information can be found in the Arcade Game Maker scope document. This document describes how to use Brickles.

1.2 Readership

This document is intended to provide users of the Brickles game with information about how to install and play the game.

2 Getting Started

If the game is not installed, follow the instructions in Appendix A to install.

To begin playing the game, perform a double mouse click on the game executable. The game will be displayed and will be in the initialized mode. For information on the modes, see section 3.

3 Modes of Operation

There are three modes of operation for this game.

Initialized – the executable has loaded and the initial display is visible. Initiate this mode by performing a mouse double click on the executable.

Playing – the game animation is running and elements are moving around the screen. Initiate this mode by performing a left mouse click within the boundaries of the playing area.

Paused – the game animation is not running and all elements remain stationary. Initiate this mode by performing a left mouse button press. Releasing the button starts play again.

4 Rules for Brickles

Brickles has a few simple rules.

1. A player has 3 pucks to use to break all of the bricks in the brickpile.
2. Every time a puck hits the floor it is removed from play.
3. If the player manages to break all the bricks, the player wins.
4. If the player runs out of pucks while playing, the player loses.

5 Expected Output

When Brickles is in the initialize mode, the display should appear as shown in Figure 1.

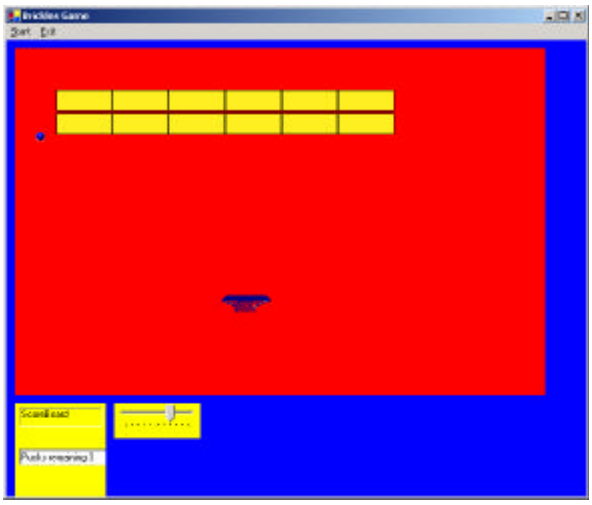

Figure 1- Graphical Display

6 Advanced features

No additional features have been implemented in this version.

Appendix A - Installing Brickles

Installation

The Brickles game is installed by following these steps:

1. Unzip the distribution file.
2. Provide access to the .Net runtime environment for the executable
3.

Testing the installation

Play the game according to these scenarios to ensure that the game is properly installed.

1. Start the game by double clicking on the executable file. Start the action of the game by pressing and releasing the left mouse button. Immediately select File ? Exit from the toolbar. It is expected that the game will terminate.
2. Start the game by double clicking on the executable file. Start the action of the game by pressing and releasing the left mouse button. Allow the game to run until a movable piece collides with a stationary piece.
3. Start the game by double clicking on the executable file. Start the action of the game by pressing and releasing the left mouse button. Immediately select Help from the toolbar. The Help system should display a dialog box with a list of commands for the game.